We Claim:

1. A method of connection to a network comprising:

under control of a host system,

the configuration of a tunnel

under control of the client system,

the connection to the host system

under control of a matching means,

the comparison of the host system and client system preferences and, if a match is made, the automatic establishing of a secure link from the mobile system to the target network thru the fixed system.

2. As claimed in 1 where the comparison is made in a server.

3. As claimed in 1 where the fixed network is the Internet.

4. As claimed in 1 where the fixed network is the PSTN.

5. As claimed in 1 where the fixed system is, itself, mobile and connected to another fixed system in a manner that can be repeated recursively until a connection to the target network is made.

6. As claimed in 1 where host systems and the client systems are members of a service that gives reciprocal roaming rights.

7. As claimed in 1 where the host system publishes a cost of obtaining a link and the mobile client system has a preprogrammed limit to the amount it is willing to pay for a link and if the cost is less than or equal to the limit then the link is automatically established.

8. As claimed in 1 where the host system is not connected to a network and will make connection to that network upon request by a client.

9. A method for managing the handoff from one network to another:

under control of a server system the preferences of a mobile client system are stored

the server system can negotiate a link with an alternate network capability for use by the mobile system and can synchronize the handoff of the connection to the mobile system.

10. A method by which a host PC mimics the air interface for a cordless telephone link (including a Bluetooth link) and converts the datastream into suitable packets for transmission over the Internet.

11. As claimed in 1 w... the link is not automatically establish...ut rather the user is given notification of the availability of a link that they can accept or reject.

12. As claimed in 1 where the client configuration is performed automatically by the host upon boot up.

13. A system where packets can be automatically routed thru multiple connection means under control of the mobile device and the server system.

13. As claimed in 1 where packets can be routed thru the cellular system to the Internet automatically upon loss of the fixed wireless connection.

14. A means where a the host system is mounted in a place where radio frequency interference might prove a hazard such as an airplane or blasting area such that all member devices can be either; turned off selectively, such as during takeoff and landing or turned off because they do not meet regulations or their presence notified whether they are members or not or any combination of these options.

15. As claimed in 1 where the data stream is encrypted, either selectively or prior to being sent to the server and decrypted prior to being sent to the network such that the privacy and security of the client are maintained.

16. As claimed in 15 where the encryption can be selectively applied to the data stream depending on preferences.

17. The automatic synchronization of selected content such as e-mail, music or video by predefined preferences upon the obtaining of a connection with the correct characteristics such as bandwidth and cost.

18. The coordination of the members of the network by means of time, frequency or code such as to make incompatible wireless networks coexist.

19. The coordination of members by time such as they all power up or down substantially in concert in order to preserve power consumption.

20. A system as described in 1 where the server is any available member located at sufficient physical and or logical distance from the host that security and privacy are maintained.